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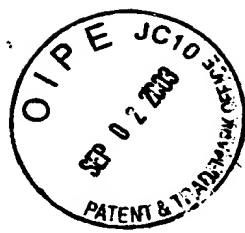
Technology Center 2100

```
subroutine foo (A,B,C,M,N)
double precision A(*), B(*), C(*), SUM1
integer M, N, I, J
call samp_auxiliary_routine(M,N)
sum1=0,d0
do I = 1,M
    sum1 = sum1 + A(I)
    do J = 1, N
        sum1 = sum1 + A((I-1)*M+J) + B((I-1)*M+J)
    enddo
    C(I) = sum1
enddo
return
end
```

FIG. 1

```
samp_auxiliary_routine(A,B)
int *A, *B;
{ *A = ARRAY_SIZE;
  *B = ARRAY_SIZE;
}
```

FIG. 2



```
supercompiler_timer()
{
extern void (*supercompiler_routine)()

/*Example usage actually calls the target subroutine
twice, so time that:*/

(*supercompiler_routine)(A, B, C, &N, &M);
(*supercompiler_routine)(A, B, C, &N, &M);
}
```

FIG. 3

```
#define ARRAY_SIZE 1024
int N=0
int M=0
double A[ARRAY_SIZE*ARRAY_SIZE];
double B[ARRAY_SIZE*ARRAY_SIZE];
double C[ARRAY_SIZE];

supercompiler_initialized()
{
int i;

/* Initialize the variables: */
for (i = 0; i<ARRAY_SIZE*ARRAY_SIZE ; i++)
{
    A[i] = (double) i;
    B[i] = (double) i;
}
for (i = 0; i<ARRAY_SIZE; i++ ) C[i] = (double) i;

/*The target subroutine needs to call an auxiliary
routine: */

supercompiler_binding("samp_auxiliary_routine",&samp
_auxiliary_routine);

/*Place the caches into a known state: clean */
flush_cache();
}
```

FIG. 4

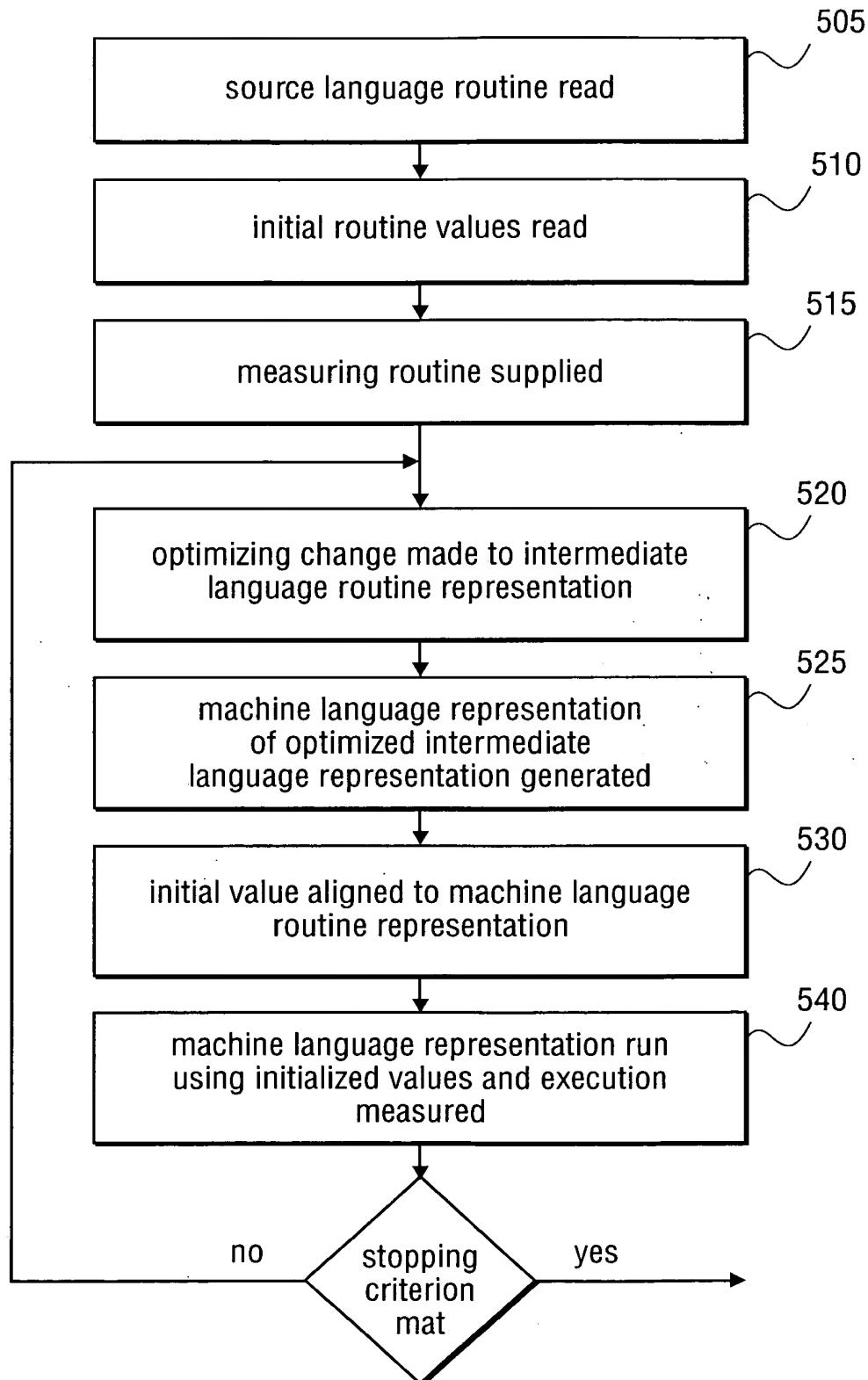
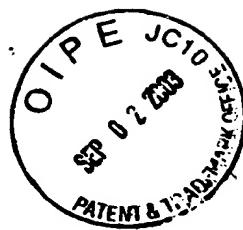
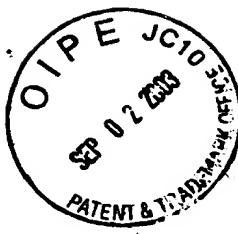


FIG. 5



Interactive menu

- 625 ————— 1.) Change the location of a task
- 630 ————— 2.) Move all off one variable one step up
- 635 ————— 3.) Move all of one variable one step down
- 610 ————— 4.) Display tasks in a range (%d to %d)
- 620 ————— 5.) Search for a given load value
- 615 ————— 6.) Change the order of a sequence
- 610 ————— 7.) Reset to the original ordering
- 620 ————— 8.) Time an ordering
- 615 ————— 9.) Generate assembly code for an ordering
- 610 ————— 10.) Generate greg-code for an ordering
- 610 ————— 11.) Display tasks that cause a stack spill
- 610 ————— 12.) Display interaction permutation to date
- 610 ————— 13.) Remove all dummy assigned labels
- 610 ————— 14.) Add/Remove optional fxchs to all additions
- 610 ————— 15.) Add/Remove one optional fxchs to a task
- 610 ————— 16.) Leave the interactive menu

FIG. 6

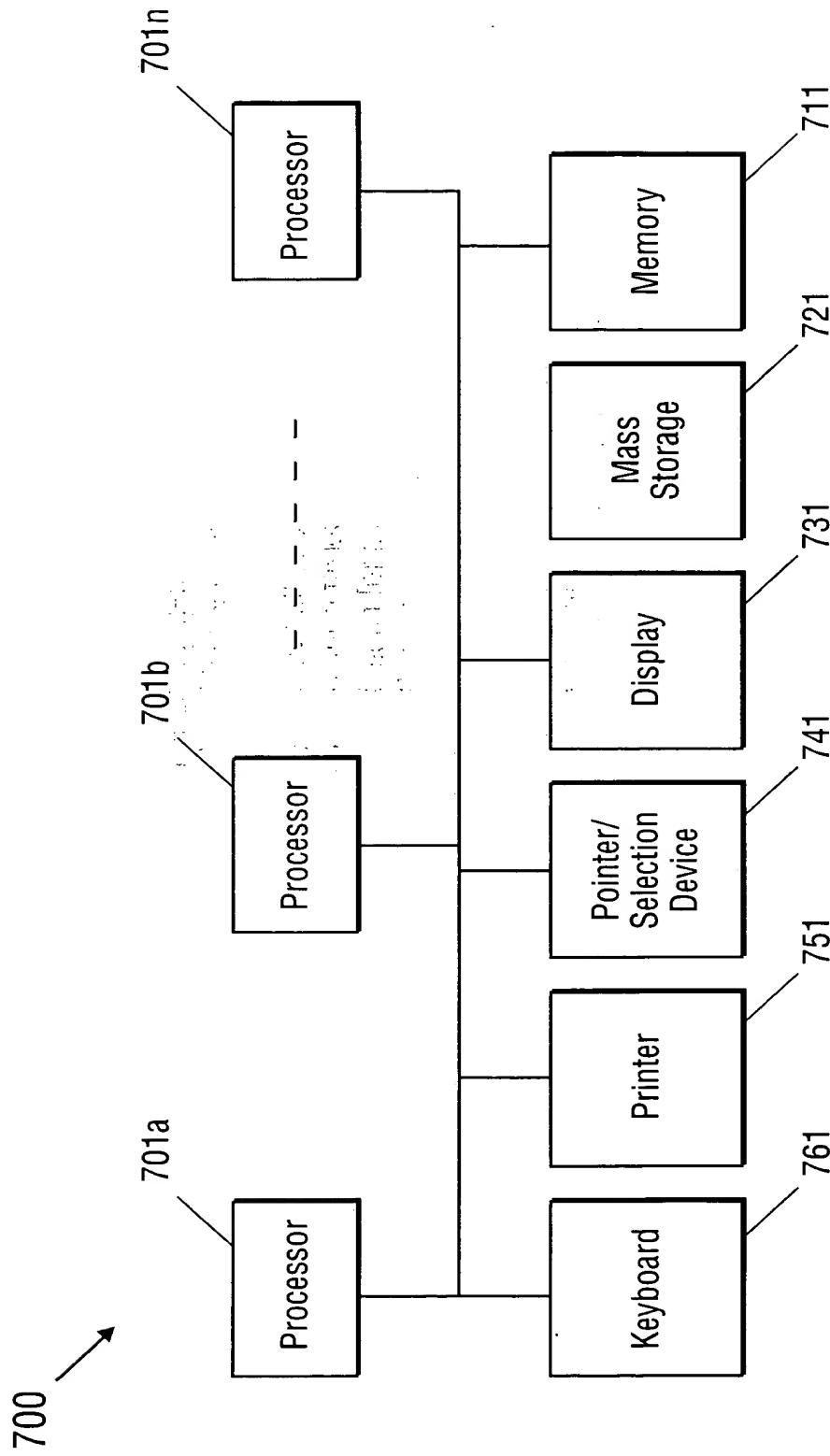
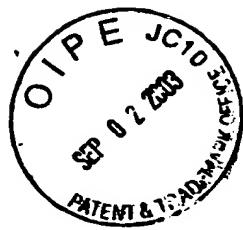


FIG. 7